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Game: **TALISMAN 4th Edition (Revised)**

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Print on card (**ensure you are printing at 100% scale**) laminate and trim to size.

TALISMAN

SETUP

Either shuffle the **Character cards** and deal one to each player, or deal 3 to each player and choose. Take your corresponding **figure** and place it on your character's **start space** on the board.

Takes **Life** counters equal to your character's starting Life value, a number of **Fate** tokens equal to your listed Fate value, and 1 **Gold Coin**. Place these alongside your character card as shown on the card.

Shuffle the **Adventure** and **Spell** decks and place them by the board. Place the **Talisman** and **Purchase** decks faceup by the board, with the **Toad** and **Alignment Change** cards.

If you start the game with Spells, draw that number of cards from the Spell deck, keeping them secret from the other players. Also take any Objects you start with from the Purchase deck.

Choose a starting player. Play proceeds clockwise. Each player's turn consists of **movement**, then **encounters**.

MOVEMENT

Movement in the Outer and Middle Regions

Roll 1 die to determine how many spaces **must** be moved, clockwise or anti-clockwise.

Direction may not be reversed during a move except when passing between the outer and middle regions.

A character may only move between the outer and middle regions at the **Sentinel** space, by using a **Raft**, or as the result of an encounter.

The **Sentinel** attacks a character every time he attempts to move across the bridge and **enter** the middle region. The character **must** defeat the Sentinel in combat, or evade, to continue his move. If a stand-off, he must stay in the space; if defeated, he also loses 1 Life.

A **Raft** may be built or acquired as an encounter. Any character in a **Woods** or **Forest** space at the start of his turn with an **Axe** may take the Raft card. As his entire next move he may cross the river to any space directly opposite, then discard/return the Raft. A Raft can never be left behind or taken to be used on a future turn.

Movement in the Inner Region

Only 1 space may be moved per turn.

The encounter instructions on each space must be completed before moving on. At any time a character may decide to **retreat** back towards the **Plain of Peril**, but he cannot then change his mind until he has returned to the Plain. Space instructions are ignored when retreating.

The Inner Region may only be entered through the **Portal of Power**. A character **must** try to open the Portal each time he attempts to **enter** the Inner Region, but his move must be sufficient to carry him beyond it.

If successful, his turn ends on the **Plain of Peril**; if unsuccessful, he remains on the Portal.

A character who has accepted a quest from the **Warlock's Cave** must complete the quest before attempting to open the Portal.

If moving from the Inner to the Middle Region, a character does not need to open the Portal and he simply moves to the Portal space as his entire turn.

The **Crown of Command** can only be reached from the **Valley of Fire**. The **Valley** can only be entered by a character with a **Talisman**. If he does not have a Talisman he **must** turn back.

ENCOUNTERS

Encounters & Face Up Cards

After any Enemies in a space are killed or evaded, any Stranger or Place there must be visited and any Objects, Followers and gold may be taken.

In these cases all the cards become an Encounter which must be played before any other cards can be claimed.

Encounters in the Middle and Outer Regions

A character can only have encounters in a space in which he ends his move, not where he starts his move.

A character **must** choose to encounter **either** one character of his choice or the space itself.

A character encountering another character may either **attack** or use a **special ability** on the other character. He may not visit any Stranger or Place, or take any Objects, Followers and gold from the space.

A character encountering a draw card(s) space must draw Adventure card(s) as instructed. If there are already cards of any type on the space, only draw enough to make up the number given.

A character encountering any other space either **may** or **must** follow the instructions, depending on the space. Any Enemies there must first be killed or evaded. Any Stranger or Place there must be visited and any Objects, Followers and gold may be taken.

Encounters in the Inner Region

No Adventure cards are drawn; instead the space instructions must be followed (unless the character is **retreating**). None of the encountered creatures can be affected by a Spell or evaded.

A character may only encounter another character on the **Plain of Peril**, the **Valley of Fire**, and the **Crown of Command**.

Crypt / Mines: the character is immediately placed in the new location. If it is the same space they may move away next turn.

Werewolf Den: each character encounters a different Werewolf with a new Strength.

Pits: roll the die each time a character enters the space; the Fiends must be fought by one at a time in succession until the character is defeated, when the turn ends. The character must continue to fight next turn. The character can move on the turn following the one in which the last of the Fiends are killed.

Crown of Command: if there is already a character on the space, he **must** be encountered; once 2 or more characters are on the Crown, their turns consist only of encountering one of the other characters. Once alone on the space a character **must** cast a **Command Spell** each turn. Roll a die: on a 1-3 there is no effect; on a 4-6 all of the other characters lose 1 Life.

ADVENTURE CARDS

Adventure cards that must be placed in a space other than the one where they were drawn are placed first.

Remaining cards are dealt with in order determined by their **encounter number** (lowest number first). In the case of a tie, encounter them in the order they are drawn, or alphabetically if necessary.

Cards on a space that do not have an encounter number are resolved before any other encounters.

Any instructions resulting in the loss of a turn end the character's turn immediately. This counts as a missed turn unless there are no other cards to be encountered, in which case he misses his next turn instead.

If a character ditches Followers or Objects onto a space, he may only draw cards to make up the given number (but he may not take them back the same turn).

An **Enemy (Animal, Monster or Dragon)** attacks. An **Enemy (Spirit)** attacks in Psychic Combat.

After Events and Enemies have been dealt with, any Stranger or Place there must be visited and any Objects, Followers and gold may be taken.

Any cards remaining after an encounter are left faceup in the space.

ATTACKS

Battles

Battles occur when a character is attacked by a creature whose Strength is given, or when a character attacks another character.

1. Evade

Before dice are rolled, a character may declare he is **evading** by using a special ability or Spell. The evading character cannot then affect or be affected by the enemy in any way.

Encounters that may evaded are: anything attacking in the outer and middle regions, any character attempting to attack or use a special ability; and any creature appearing as a result of an Event, Place or Stranger card. Only other characters can be evaded in the inner region.

2. Cast Spells

Any **Spells** a player wishes to cast that influence the combat must be cast before dice are rolled.

3. Character Attack Roll

The character rolls 1 die and adds his Strength plus any applicable modifiers to determine his **attack score**.

4. Creature Attack Roll

Another player rolls 1 die for the creature and adds its Strength to determine its **attack score**. More than one enemy attacking by Strength add their Strengths together and fight as one. The character may pay 1 Fate to reroll his attack roll if he wishes.

5. Compare Attack Scores

If the character's score is higher the creature is killed. If the creature's score is higher the character loses 1 Life (use of an Object, Spell, or special ability may prevent this). If the scores are equal it is a **stand-off**; neither side is harmed, the turn ends, and the creature remains in the space.

Battles Between Two Characters

The character being attacked may *evade*, then both characters may cast Spells.

Once both attack rolls have been made, the attacker may choose to pay fate to reroll, then the defender may.

The winner may force the loser to either lose 1 Life (use of an Object, Spell, or special ability may prevent this), or take 1 Object or 1 gold from the loser to add to their own. The turn then ends.

If the loser was killed the winner may take any of his Objects, Followers, or gold to add to his own. Anything unclaimed is left on the space. The turn then ends.

Psychic Combat

Psychic Combat occurs when a character is attacked by an enemy Spirit or any creature whose Craft is given, or when a character, whose special ability permits it, attacks another character by Psychic Combat.

Psychic Combat is resolved in the same way as for battles except Craft is used instead of Strength. Additionally, **no Object can prevent the loss of a life**.

Trophies

A character may take a slain enemy card as a **trophy**, and discard trophies at the end of his turn for additional Strength and Craft. Excess points are lost

Strength: 1 point for every 7 points of Strength.

Craft: 1 point for every 7 points of Craft.

CHARACTER ABILITIES, GOLD, LIFE

Strength or **Craft** counters are only taken for points gained during play, not for that gained by (Magic) Objects or Followers.

A character's Strength or Craft at any time is his value, plus the appropriate counters, plus any points gained from (Magic) Objects or Followers that may be currently used.

Counters are removed when the character must lose Strength or Craft. **Strength and Craft can never drop below the character's starting values.**

Fate Once per die roll, you may pay 1 Fate token to reroll *one* of the dice you have just rolled for movement, attacking, or due to card or space instructions. You may only *replenish* fate up to your Fate value, but you may *gain* fate over your fate value.

Gold Prices are given in gold coins (G). Payments not made to or received from another character are paid into or taken from the gold pile. Gold does not count towards your Object carrying limit.

Lives You may only *replenish* lives up to your Life value, but you may *gain* lives over your Life value.

A character who loses all their Lives is dead and removed from the board. Their character card and figure are removed from the game and all their Objects, Magic Objects, Followers and gold are placed on the space where they died; Spells are discarded. The player may start again next turn with a new random character *if no character has yet reached the Crown of Command*.

OBJECTS AND FOLLOWERS

Objects or Followers are kept faceup beside a player's character card. They may *ditched* faceup in a space at any time (but cannot be taken back that same turn).

Objects

No character may have more than 4 Objects, unless he has a *Mule*. If a character acquires more, he must choose which excess cards to ditch faceup on his space.

Characters may not take Objects they may not *have*, though they may take those they cannot *use*.

Whenever a character is given or purchases a **Talisman** or **Purchase Card**, take the appropriate card. They are treated like Adventure cards. If there are none left of a particular Object then it is not available at that time.

A character may only use one **Weapon** Object and one **Armour** Object during an attack.

Followers

You may have any number of Followers (faceup). Killed or discarded Followers go on the Adventure card discard pile.

ALIGNMENT

When a character's Alignment changes, take an **Alignment Change card** with the appropriate side faceup. If he possesses any cards not permitted by the new Alignment, they must be ditched faceup in his space. No character may change Alignment more than once in any turn.

SPELLS

All characters may use **Spells** (kept facedown) if their Craft allows. Once cast and its effects are at an end, a Spell is placed on the Spell discard pile.

Spells affecting other characters affect them wherever they are on the board. Spells affecting creatures cannot affect those encountered in the inner region.

In his turn the maximum number of Spells a character may cast is equal to the number of Spells he had at the start of that turn. A character may only cast one Spell during another character's turn (not including the *Command Spell*).

The number of spells any player may have at any one time is limited by the character's Craft:

Total Craft:	1	2	3	4	5	6+
Maximum Spells:	0	0	1	2	2	3

If a character has more Spells than their Craft allows, the surplus Spells must immediately be discarded (not cast). Spells cannot be discarded unless the character has more Spells than his Craft permits.

TOADS

When a character is turned into a **Toad**, use a Toad figure and lay a Toad card on his character card.

The character retains all Strength and Craft counters for when he changes back at the end of his third turn. All Strength and Craft modifications while being a Toad *do not* affect the original character's counters.

Toads have encounters like any other character. If a Toad is turned into a Toad again, he remains so for 3 more turns starting from the second transformation.

WINNING

The winner is the last character left in the game.

ALTERNATIVE RULES

Evading Unfriendly Individuals

Characters may **evade** any unfriendly individual on a card or space in the outer or middle regions.

Inherited Items

When a player starts with a new character after being killed, he inherits the dead character's Objects, gold and Followers. Anything not taken is placed on his start space. If a character kills another character he may not take his Objects, gold and Followers.

Strength and Craft

To gain a point of Strength or Craft, cash in enemies to a value of 5 or 6 rather than 7.

Starting Bonus

Each player takes 1 bonus Strength or Craft (their choice) at the start of the game. This doesn't affect the character's normal values.

Talisman Bloodbath

Remove 3 of the *Talisman* cards at the start of the game. Any player killed immediately loses the game.

The Command Spell

The *Command spell* is cast as follows:

5 players	3-6
6 players	2-6
7+ players	automatic

Sudden Death

The first player to reach the *Crown of Command* wins.

Or, agree to stop the game at a certain time and then count the total number of bonus Strength, Craft, Lives and Gold held over a character's starting values, plus Spells, Followers, Objects and Magic Objects held in addition to the number the character started with.

The player with the highest total wins.